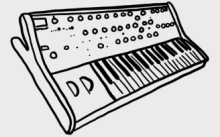




# Filippo Sterrantino

\*and synthesizers' aficionado





UX Designer, Product Designer  
& User Researcher\*

## About Me


Born in Italy in 1993, I've always been fascinated by how humans interact with technology and I am pushing to make these experiences better. I take challenges as opportunities. I am an advocate of grounding my work on methodology but capable of adapting to different situations to find insights and solutions to solve problems. I worked both in teams and independently allowing me to develop a goal oriented mindset based on communication and a collaborative approach.


## Contacts

 [sterra.filippo@gmail.com](mailto:sterra.filippo@gmail.com)

 [Portfolio](#)

 [LinkedIn](#)

 [Behance](#)

 [Soundcloud](#)

## Skills & Abilities

Adobe XD/Figma/Invision  
Photoshop  
Html/CSS/JavaScript  
User Research  
Design Thinking  
Wireframing  
Prototyping  
User Testing

## Experience

### UX/UI Designer - Heko

November 2020 - Present

Collaboration as a UX/UI Designer for this newborn startup. Heko provides a content app that helps users to improve their economy by acting on small behavioral changes.

### UX/UI Designer & Researcher - Art\_Value

March 2020 - October 2020

Design and creation of features and functionalities to engage users of an online platform where numerical art is created, distributed and traded through blockchain technology.

### UX/UI Designer & Product Designer - Znipe.Tv

October 2019 - March 2020

As part of a UX team, I focused on ideation and development of new features for Riot Game' Pro View, product proposals of customized offers and services for users of both Riot Games and ESL and the redesign and prototyping of the software used internally to broadcast Esports events.

### UX Designer - TheFit.

September 2019 - October 2019

Prototyping and User Testing of an app for 3D body scanning. After multiple rounds of design, prototyping and user testing we were able to bring the app from an early prototype stage to a Beta release.

### UX Designer & Researcher Intern - Weblify

March 2019 - August 2019

Research, ideation, design and creation of a web design toolkit in the WordPress platform focusing on direct manipulation to boost usability and effectiveness of the in-house production team.

### Student Intern - CIMeC UniTN

January 2015- September 2016

- Research assistant in experiments concerning language processing.
- Research assistant in an experiment concerning interaction with robots with different sociability levels and human likeness appearance.

## Education

### KTH Royal institute of Technology, Stockholm Université Paris Saclay, Paris Msc. Human Computer Interaction & Design

August 2017 - December 2019

Double degree Master program:

Major in Human Computer Interaction & Design (HCID).

Minor in Business Development, Innovation and Entrepreneurship.

### Università degli Studi di Trento, Trento Bsc. Sciences and Techniques of Cognitive Psychology

September 2013 - March 2017

Bachelor's degree program in Cognitive Science:

Major in Sciences and Techniques of Cognitive Psychology.